

One king 2k - Mark Cunningham

Varangur (Evil)

Warband **Infantry**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
Regiment(20)	5	4+	-	4+	12	14/16	110	
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Regiment(20)	5	4+	-	4+	12	14/16	110	
Regiment(20)	5	4+	-	3+	12	14/16	110	Crushing Strength (1)
- Exchange shields for two-handed weapons (gain Crushing Strength (1), but lower Defence by 1)							0	
Regiment(20)	5	4+	-	3+	12	14/16	110	Crushing Strength (1)
- Exchange shields for two-handed weapons (gain Crushing Strength (1), but lower Defence by 1)							0	
Regiment(20)	5	4+	-	3+	12	14/16	110	Crushing Strength (1)
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Cavern Dweller **Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	6	3+	-	5+	D6 +6	16/18	205	Crushing Strength (3), Regeneration (5+), Strider
(1)	6	3+	-	5+	D6 +6	16/18	205	Crushing Strength (3), Regeneration (5+), Strider
(1)	6	3+	-	5+	D6 +6	16/18	205	Crushing Strength (3), Regeneration (5+), Strider

Frost Giant **Monster**

Unit Size	Sp	Me	Ra	De	At	Ne	Pts	
(1)	7	4+	-	5+	D6 +1 0	-/20	235	Base Size: (75x75mm), Blizzard (2), Brutal, Crushing Strength (4), Strider, Vicious (against Monsters and Large Cavalry only)
- Blizzard (2) (L)							20	
(1)	7	4+	-	5+	D6 +1 0	-/20	235	Base Size: (75x75mm), Brutal, Crushing Strength (4), Strider, Vicious (against Monsters and Large Cavalry only)
(1)	7	4+	-	5+	D6 +1 0	-/20	235	Base Size: (75x75mm), Brutal, Crushing Strength (4), Strider, Vicious (against Monsters and Large Cavalry only)

- Blizzard** 36" Range, Blast (D6). Indirect.
- Brutal** When testing the Nerve of an enemy unit in melee with one or more of your units with this rule, add +1 to the total.
- Crushing Strength** All melee hits inflicted by the unit have a +(n) modifier when rolling to damage.
- Regeneration (5+)** Every time this unit receives an order (including Halt!), before doing anything else, roll a number of dice equal to the amount of damage currently on the unit. For every result of 5+, the unit recovers a point of damage.
- Strider** The unit never suffers the penalty for Hindered charges.
- Vicious** Whenever the unit rolls to damage, it can reroll all dice that score a natural, unmodified 1.